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SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME BOY

Acclaim entertainment, inc.

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FRANK THOMAS

BIG HURT

STATS

PLAYERS

KIDS TO ADULTS
K-A
AGES 6+

INSTRUCTION BOOKLET

Acclaim entertainment, inc.

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Nintendo

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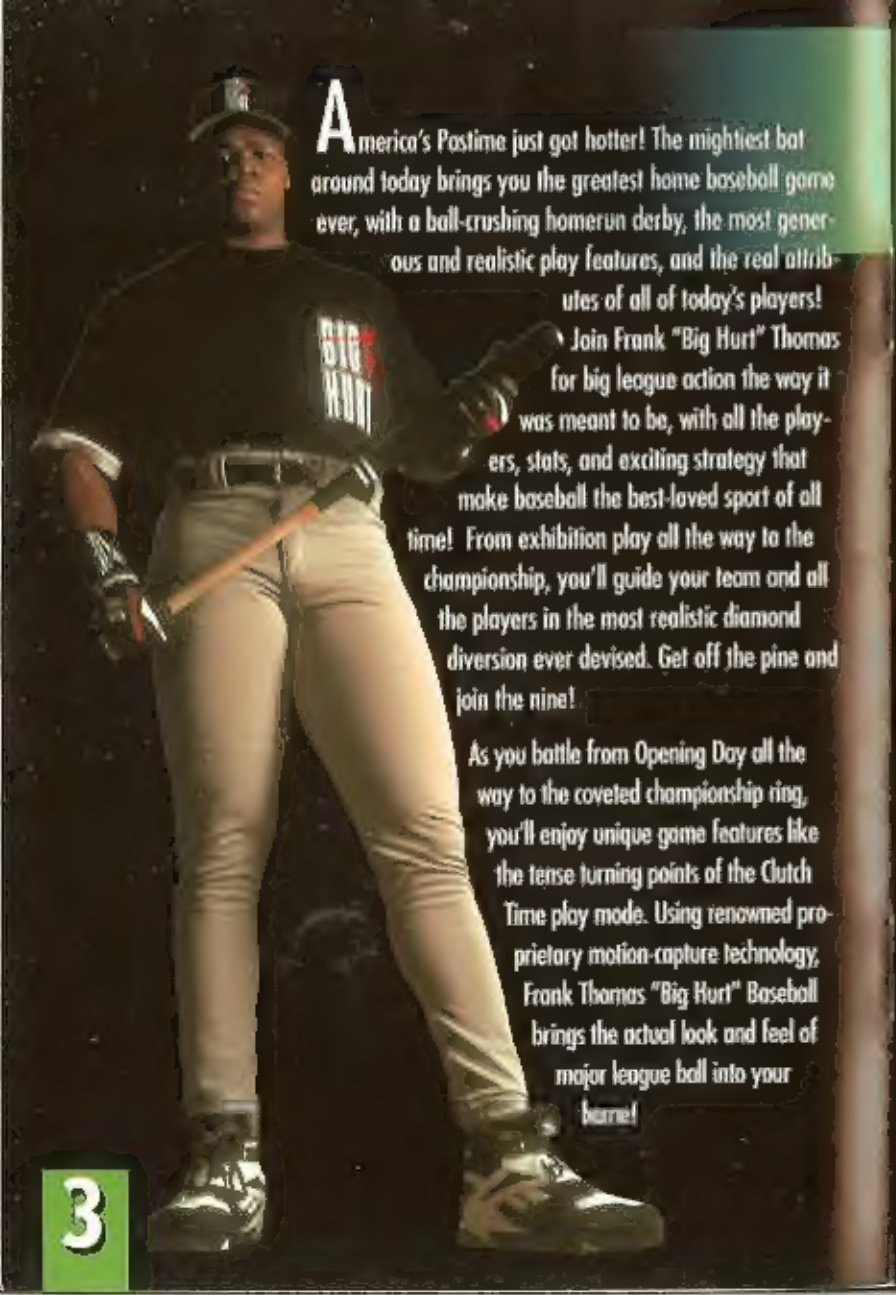


America's Pastime just got hotter! The mightiest bat around today brings you the greatest home baseball game ever, with a ball-crushing homerun derby, the most generous and realistic play features, and the real attributes of all of today's players!

Join Frank "Big Hurt" Thomas for big league action the way it was meant to be, with all the players, stats, and exciting strategy that make baseball the best-loved sport of all time! From exhibition play all the way to the championship, you'll guide your team and all the players in the most realistic diamond diversion ever devised. Get off the pine and join the nine!

As you battle from Opening Day all the way to the coveted championship ring, you'll enjoy unique game features like the tense turning points of the Clutch Time play mode. Using renowned proprietary motion-capture technology, Frank Thomas "Big Hurt" Baseball brings the actual look and feel of major league ball into your home!

PLAY BALL!

LOADING:

1. Make sure the power switch is OFF.

2. Insert the Frank Thomas "Big Hurt" Baseball™ Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction manual.

3. Turn the power switch ON. When the Frank Thomas "Big Hurt" Baseball™ title screen appears, press the START BUTTON. You will then see the Game Setup Screen. This screen allows you to select from 5 game play modes and to set Main Options.

A NOTE ABOUT MOVING THROUGH FRANK THOMAS "BIG HURT" BASEBALL™ SCREENS: There are several different sets of options and settings to consider in the various game modes.

ON SCREEN HELP Frank Thomas "Big Hurt" Baseball™ features On-screen Help to make it easier to navigate the rich world of baseball available in the game. Control prompts appear wherever possible.

As a rule, press UP or DOWN on the CONTROL PAD to scroll through/select options, lists/rosters, LEFT or RIGHT on the CONTROL PAD to change various option settings within a screen, and any button to select a player, team or option setting. Press the START BUTTON to return to a previous screen. Throughout this manual, "Press any button" means any button except the START BUTTON.

UNDO: If you make a mistake or wish to change a selection or option setting prior to game play, press the START BUTTON to return to the previous screen.

CONTROLS

BATTING

SWING

LEFT HANDED BATTER
Push Ball: LEFT + B BUTTON
Pull Ball: RIGHT + B BUTTON

RIGHT HANDED BATTER
Push Ball: RIGHT + B BUTTON
Pull Ball: LEFT + B BUTTON

BUNT

Direct Bunt: LEFT or RIGHT + A BUTTON

CHECKING YOUR SWING

To check your swing, release the B BUTTON before the swing is completed.

BASE RUNNING

ADVANCING RUNNERS

When the game situation forces base runners to advance, they do so automatically. Otherwise, each one must be manually advanced by the player. To move multiple base runners, first advance one player, then advance any remaining base runners by again pressing the CONTROL PAD towards the desired base while pressing the X BUTTON. To return multiple base runners to a base, press the Y BUTTON plus the CONTROL PAD in the direction of the base.

Once a ball is put into play, the batter automatically advances towards first. Any additional bases must be manually taken by the player by using the X BUTTON and the CONTROL PAD. If you think you can stretch a double into a triple, you would press LEFT on the CONTROL PAD + X before your runner reached second.

RUN DOWNS

Try to evade pursuing infielders by using the CONTROL PAD and the X BUTTON to advance or the Y BUTTON to return to base, toggling between the two as needed.

LEADING OFF

To lead off base one step, press the LEFT TRIGGER and the CONTROL PAD towards the next base. To return one step, press the RIGHT TRIGGER and the CONTROL PAD towards the present base.

STEALING BASES

Attempt a stolen base by pressing the X BUTTON and the CONTROL PAD towards the next base at any time after the first two pitch selections have been made.

PITCHING

PICK OFF THROW

Attempt a pick off at any time after the first two pitch selections have been made.

In Frank Thomas "Big Hurt" Baseball™, you select Pitch Location, Pitch Type and Pitch Speed. Once you've made these decisions, the pitcher will automatically pitch the ball.

PITCH LOCATION: SELECTING PLATE QUADRANTS

For pitch location purposes, home plate is divided into three areas, each with a button designation:

Y = Left side of the plate

B = Center of the plate

A = Right side of the plate

To select where a pitch will be thrown, press LEFT or RIGHT on the CONTROL PAD to move the ball on the Area Meter to the desired pitch location. Press the button for the desired area to select it, and press the area button again to initialize your selection. For example, if the ball is moved to the far right of the Area Meter the ball will be thrown to the right side of area A. In a 2 player game, it's best to make your selection while the ball is moving to fool your opponent.

INTENTIONAL WALKS

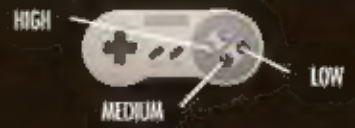
To intentionally walk a batter move the ball into the far right or left of the Area Meter. Repeat until you've thrown four balls.

PITCH TYPE

After selecting your pitch location, a display showing which pitches a particular hurler is capable of will appear. Press the button for the pitch you wish to throw.

PITCH HEIGHT

After selecting Pitch Speed, choose the height you wish it to be thrown at.



PITCH SPEED

After selecting your pitch type, choose the speed you wish it to be thrown at.

FIELDER CONTROL:

FIELDING RADAR

When batting or fielding, you will be using the fielding radar to track the position of the ball and players. The position of base runners is indicated by a small blue circle. The position of the ball is indicated by a small red circle. A fielder under user control apppears as a white circle. Other fielders are indicated by a yellow circle. To switch player control to another fielder, press the X or Y BUTTON. The color of each player's circle will be exchanged.

FIELDING

MOVE FIELDER

THROW BALL
Once fielder has control of ball

SWITCH FIELDER CONTROL
to next closest player

DIVING CATCH
when ball is just out of reach

MAIN OPTIONS

DIFFICULTY

Choose between Pro and All Star skill levels. All Star players run faster, throw harder, and are tougher to strike out than Pro players.

TIME OF DAY

This option allows you to choose a Day game, a Night game, or to have the computer make a Random choice.

STRIKE ZONE

Choose to play with the strike zone on screen by choosing ON. To play without the strike zone on screen, select OFF.

EDIT TEAM NAME

To change a team name, press UP or DOWN on the CONTROL PAD to move the highlight border to the desired team and select it. A new graphic will appear with the current team, a space for the new team name and an alphabet. To enter a letter, press the CONTROL PAD to move the highlight the desired letter, then press any button to enter it. To delete a letter, highlight Delete with the CONTROL PAD, then press any button. When you've completed your new name, use the CONTROL PAD to highlight OK, then press any button.

PLAY MODES

In EXHIBITION, and PLAYOFF Game modes, you can choose between two play modes, Quick Play or Regulation Play (9 innings.)

In QUICK PLAY mode, it's one strike and you're out! Because of this Quick Play rule, foul balls do NOT count as strikes.
NOTE: Stats for Quick Play games will vary from those in Regulation Play.

REGULATION PLAY follows the big league rules.

ONE PLAYER GAMES: This pits you against a computer-controlled opponent. In Season play, Player One controls the team that goes through a season.

TWO PLAYER GAMES: Two players match skills and strategy.

CPU vs. CPU: This mode allows you to select the team, then sit back and watch the fun unfold!

GAME TYPES

To select a particular game mode, press UP or DOWN on the CONTROL PAD to select the desired game type, then press any button. Once you've selected a game mode, the options for that game type will appear.

EXHIBITION GAMES

An exhibition game is a perfect way for one or two players to sharpen playing skills w/o changing their stats or standings. Two players can choose the same team!

Step 1	Step 2	Step 3
Choose	Choose	
One	Reg. Play	Use the D-pad to Highlight
Two	Quick Play	your choice. Next move to
or Cpu vs. Cpu		the Team Select Screen and choose
		your team & who will control it.

SELECTING TEAMS

To select a team, use the CONTROL PAD to highlight a team, then press any button. In a 1 Player game, you select both the team you wish to control and the team which the CPU will control. To choose your CPU-controlled opponent, make both your team selections as described above. In a 2 Player Exhibition game, each player selects a team. Both players can choose the same team, allowing for a true head-to-head test of skill! Players select teams as described above. To watch a CPU vs. CPU Exhibition Game, select teams as previously described.

STADIUM SELECTION

After you've selected your team the Stadium Select screen appears. You will see the home team stadium along with a list of other teams (home team is the bottom team). Press the D-PAD to scroll through the different stadiums and select your choice by pressing any button (except Start).

SEASON MODE

In Season mode; you will play as one team for an entire season as you battle towards a conference title, and, if you're good and get some breaks, the Championship!

SEASON TYPE

NEW SEASON

Choose between New Season and Resume Season.

To start a new season, you must ERASE OLD SEASON information, press LEFT OR RIGHT on the D-PAD to highlight "YES" (erase season), or "NO" if you wish to preserve the current season.

SEASON LENGTH: STANDARD AND '95 SEASON PLAY

When you choose to start a New Season, Frank Thomas "Big Hurt" Baseball™ gives you a choice between playing a Standard season schedule or an Adjusted '95 schedule. Once you make your choice, you can also choose the length of your season — Short or Full Season. After you select the desired season length, you must then set Play Mode and select your team as described previously.

RESUME SEASON

Highlight "RESUME SEASON" and press any button to pick up a season from where you last left off. Set Play Mode options. The Game Day screen, will appear giving the next scheduled game of the season.

SAVING A SEASON GAME

In Season mode, you have the option of saving a completed game so you can pick up scheduled play later. Saving a game saves your current game results and updates your season stats. To save your game, view post-game screens by pressing any button. You will come to the Save screen, where you can choose between saving your game or continuing the season. Highlight your choice and press any button. If you choose continue, you will then go to the season schedule where your next matchup will appear.

THE PLAYOFFS

Go directly to exhilarating playoff action in the grueling match-up against the top teams in each conference. Frank Thomas "Big Hurt" Baseball™ has playoffs the way they ought to be: the three best teams in each conference (plus a wild card team) battling for the title! In Playoff mode, the best team first plays the wild card team, while the CPU-controlled 2nd and 3rd best teams play each other. The winners then face off for the Conference title. If you make it that far, you'll go on to the Championship Series!

After selecting Playoffs, you must set Players and Play Mode before you can choose which conference you wish to play in and whether you wish to select the various Playoff teams or have the computer do so.

A 1 Player game pits your first place team against CPU-controlled opponents through a playoff elimination ladder. A 2 Player playoff pits two human players against each other as they battle up the Playoff ladder to the top.

Only Player 1 selects a conference. To choose which conference to compete in, press LEFT or RIGHT on the CONTROL PAD when Select Conference is highlighted to toggle between National and American. You will then have the option of choosing all the playoff teams yourself (User Select All), choosing only the team you will control (User Select Own), or having the computer select all the teams (Random Select). If you choose Random Select, you will go right to the Elimination Ladder screen which shows which teams must be beat in order to advance. If you select one of the User Select options, you will first go to the Select Playoff Teams screen.

SELECTING PLAYOFF TEAMS

In a 1 Player game, you would select the 1st place team in your conference and the computer would select the remaining 7 teams. In a 2 Player game, player one first chooses the first place team, then player two chooses the Wild Card team. If User Select All was chosen, a player selects all the teams for the conference he is playing in.

To select a team, use the CONTROL PAD to move the cursor associated with your player and standings place to the desired conference team, then press any button to select. That team will appear in the appropriate standings slot. Continue until all slots have a team. When you're done, press any button.

Once all players have set their teams, press any button to get to the playoff Elimination Ladder screen. When you're through viewing the Playoff Ladder, press any button to get to the Game Day screen.

HOME RUN DERBY

In this mode, you compete to see who can hit the most homers. Up to 10 players (5 from each Conference) compete in the Home Run Derby. Each batter is allowed 10 outs (any swing that doesn't result in a homer is an out in the Derby!) at an unlimited number of pitches. Batters are scored by the number of homers they swat.

First, choose Players. You will then see a Home Run Derby Contestant Roster screen. The computer will choose contestants from each conference and randomly assign player control.

CHANGING THE DERBY CONTESTANT ROSTER

To change control of each Derby contestant, highlight a particular contestant, then press LEFT or RIGHT on the CONTROL PAD to toggle between 1P (player 1), 2P (player 2), CPU (computer control) and Empty. Highlighting Empty will remove the player in that slot from the contestant roster.

To substitute a different player for any Derby contestant, highlight the player you'd like to swap out and press any button. You will then see a list of teams. Scroll to a desired team and press any button. The Select Player screen will appear, displaying all players on that team in batting average order from highest to lowest. To select a player, highlight him and press any button. You will return to the Contestant Roster Screen, where the new player will appear in the chosen slot. Once your Contestant Roster is set, highlight "Finished" and press any button. You will then see the Stadium Select screen.

Once you've set all your Home Run Derby options, press any button to begin the slugfest.

CLUTCH TIME

Once this mode is selected, press LEFT or RIGHT on the CONTROL PAD to scroll through the scenarios to the desired one. To jump into action, press any button when the desired scenario is on screen. When you've completed a particular scenario, a check mark (✓) will appear, but you can still select it. Try to beat all the scenarios!

MANAGING YOUR TEAM: PRE-GAME TEAM OPTIONS

Once you've selected a game type and made the appropriate decisions, it's time to set your pre-game team options. Note that in Season mode, there are a number of additional options. To select an option, highlight it, then press any button.

PLAY BALL

Select Play Ball to begin a game before or after setting options.

DEFENSIVE FIELDER ADJUST

This option allows the player controlling the defense to change the positions of both infielders and outfielders, before or after play has begun. When this option is selected, the current player positions will appear on a fielding display screen, along with a list of available adjustments. To make an adjustment, press UP or DOWN on the

CONTROL PAD to move the highlight arrow to a desired adjustment option. You will see the current or default settings. To change a setting, press LEFT or RIGHT on the CONTROL PAD. You will see the players on the display screen shift position.

OUTFIELD

DEPTH:

Standard: Default setting. Players play at standard/midfield depth.

Deep: Players play back two or three steps closer to the warning track.

Pulled In: Players play at shallow depth.

SHIFT:

Standard: Default setting. Players play their positions straight away.

Shift Left: Players shade a step or two to the left.

Shift Right: Players shade a step or two to the right.

INFIELD

DEPTH:

Standard: Default setting. The infield plays at standard depth.

Pulled In: Players play in a step or two.

Double Play: Double play depth places the Short Stop or the 2nd Baseman closer to 2nd base. Use in anticipated double play situations such as man on 1st and no out, man on 2nd and 1st with one out, etc.

Corners Pulled In: When there's a chance of a hit down the foul lines, the 1st and 3rd basemen shade in a step or two towards their bases.

Bunt: Typically, to defend against the bunt the first and third basemen shade in

towards the plate, while the 2nd baseman shifts to cover 1st and the short stop covers second.

SHIFT:

Standard: Default setting. Players maintain their normal positions.

Cover Lines: 1st and 3rd basemen shift a step or two outwards to cover the foul lines. Use against a line drive/pull hitter.

Shift Left: Infield shifts left to defend against an anticipated hit by a right handed batter.

Shift Right: Infield shifts right to defend against an anticipated hit by a left handed batter.

LINE UP

A team roster lists all players. You can make changes to this line up before a game, or during a game via the Pause Options screen. You can have players switch positions, but once a player is taken out of the game for a substitute, he cannot return.

STARTING LINE UP

Each team has a default starting line up made up of 9 players who normally start at their positions, but any player can be swapped into another's position or brought off the bench and can hit/run in any position.

To view your line up, highlight Line Up and press any button.

CHANGE BATTING ORDER

You can only make changes to the batting order before a game. To make changes, move the cursor to the player who occupies the position in the batting order you wish to change and press the X BUTTON. Next, highlight the player you would like him to change places with and press the X BUTTON. The two players will exchange slots in the batting order.

SWAP POSITIONS

To swap player positions in the starting line up, press UP or DOWN to cycle the highlight through them. Once a starting player is highlighted, press the A Button, then highlight the player you wish to swap positions with and press the A Button again. The players will swap positions.

SWAP/BENCH

To swap positions with a player on the bench, press the B BUTTON to highlight a starting player (use the CONTROL PAD to move cursor) You will then see the roster of players on the bench. Highlight the player you wish to swap to and press the B BUTTON. The players will exchange places.

At the bottom of the screen are four option boxes: View Opposition, View Bench, Done and Cancel. Press the START BUTTON to cycle through the options. When the desired option is highlighted, press the A, B, X or Y BUTTON to access it.

View Opposition: This allows you to view the opposing team's line up.

View Bench: This allows you to review your players on the bench. When the Bench is being viewed, this option changes to View Starters.

Done: Leave Line Up and retain all the changes made.

Cancel: Leave Line Up and cancel all changes just made.

THE BULLPEN

The bullpen screen can be accessed from the Team Options screen before a game starts or when a game is paused. This screen lists every pitcher on a team. Scrolling left or right will let you view career and season stats for each pitcher.

The Bullpen screen is divided into three areas: On the Mound, Warming Up, and Available Roster.

ON THE MOUND

When you highlight Bullpen, you will see the default starting pitcher under On The Mound. In a season game, this pitcher will automatically vary with the pitcher's place in the rotation. Stats for the pitcher on the mound include his current game stats. To view stats, press LEFT or RIGHT on the CONTROL PAD. To change the pitcher on the mound, see Place On Mound.

AVAILABLE ROSTER

A pitcher's current status/availability can be judged by his effectiveness percentage and the number of days of rest he has left. A pitcher at less than 100% is a risky choice.

WARMING UP

A pitcher who is warming up is removed from the Available Roster and appears next to one of the two warm up bullpen positions. See Warm Up Pitcher for details.

BULLPEN OPTIONS

Once Bullpen is selected, pressing the START BUTTON will cycle you between the options listed at the bottom of the screen, the Bullpen area and the Warm Up area. As in Line Up, you can select Done or Cancel to retain or cancel any changes to your Bullpen.

WARM UP PITCHER

When a pitcher is approaching his Average Pitches Per Game or is getting knocked around, it's time to warm up a reliever. Before entering a game, a relief pitcher should be warmed up in the bullpen. You can have up to two pitchers warming up at any time. The status of a pitcher warming up in the bullpen varies from Cold to Warm to Tired. When the meter shows a pitcher is Warm, he's at his optimal state of readiness. To start warming up a pitcher when the bullpen is empty, highlight the desired pitcher from your Available Roster and press the B BUTTON. This pitcher will now appear in the bullpen, and will throw until brought into a game or taken out of the bullpen. If you wish to return a player in the bullpen to the available roster, highlight the appropriate Bullpen box with the START BUTTON, then press the B BUTTON. The pitcher will return to the roster, and the bullpen name will read "empty".

PLACE ON MOUND

To replace the pitcher currently on the mound with a warmed up replacement, move the highlight to the desired bullpen pitcher and press the A BUTTON. The new pitcher will now appear on the mound, and the current one will go back to the Available Roster area. To bring in a pitcher without warming him up, highlight him in the Available Roster area and press the A BUTTON.

VIEW OPPOSING TEAM'S BULLPEN

To see your opponent's Bullpen, press the START BUTTON to cycle to this option, then press the A, B, X or Y BUTTON.

STATS

In a Season or Playoff Game, a pitcher's stats are constantly updated to reflect his record.

ADDITIONAL SEASON MODE OPTIONS

Season mode features extra season Schedule and Conference Standings options. To view any of these options, highlight it, then press any button.

SCHEDULE

To browse your schedule calendar, press RIGHT TRIGGER to go forward one month and the LEFT TRIGGER to scroll backward. Press the START BUTTON to exit.

CONFERENCE STANDINGS

This option displays current season team standings in each conference.

PAUSE OPTIONS

Frank Thomas "Big Hurt" Baseball™ features several Pause Options which are available at any time during gameplay, though not all pause options are available in all game types. To access these options, press the START BUTTON at any time to pause the game and bring up the Pause Options Screen. Press UP or DOWN on the CONTROL PAD to highlight the desired option, then press any button. You can then make any needed changes to the selected option.

LINE UP
This functions as it does in Pre-Game mode, letting you bring in pinch hitters, etc.

BULLPEN
Use this option to make pitching changes during game play (see Pre-Game options for details).

SCORE BOARD
Select this option to view the scoreboard with the current line score, the next 3 batters due up, and the current pitcher.

GAME VIEWS
Depending on the action, Frank Thomas "Big Hurt" Baseball™ allows you to switch between 2 game view modes.

FIELDING POV
When fielding a ball, the point of view automatically switches to an overhead 3/4 view of the field, allowing you to move your fielders to the appropriate spot in order to make a play.

BATTING/PITCHING POV
The Batting Point of View is the default POV used when either Batting or Pitching, and uses a position similar to what a home plate umpire would see.

NOTES

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FRANK THOMAS

BIG HURT

BASEBALL

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- Membership I.D. card
- Big Hurt pencil
- Big Hurt stickers
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Items subject to change.

BIG HURT BASEBALL **1996 APPLICATION**

❑ Home Run Hitter Option $ _____
❑ MVP Option $ _____
Plus $3 for shipping & handling $ _____
TOTAL ENCLOSED $ _____

Child's name

Parent/Guardian's Name

Address

City State Zip

A check or money order payable to the BIG HURT FAN CLUB should be sent to:

BIG HURT FAN CLUB
P.O. Box 512
Carbondale, IL 62903
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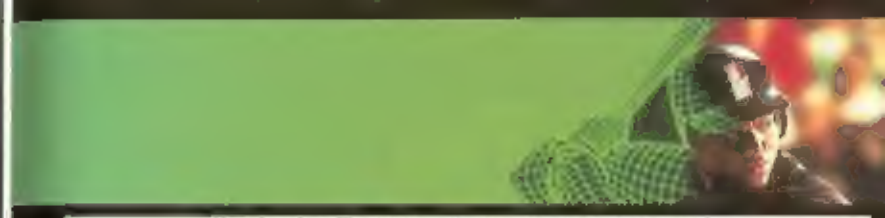

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